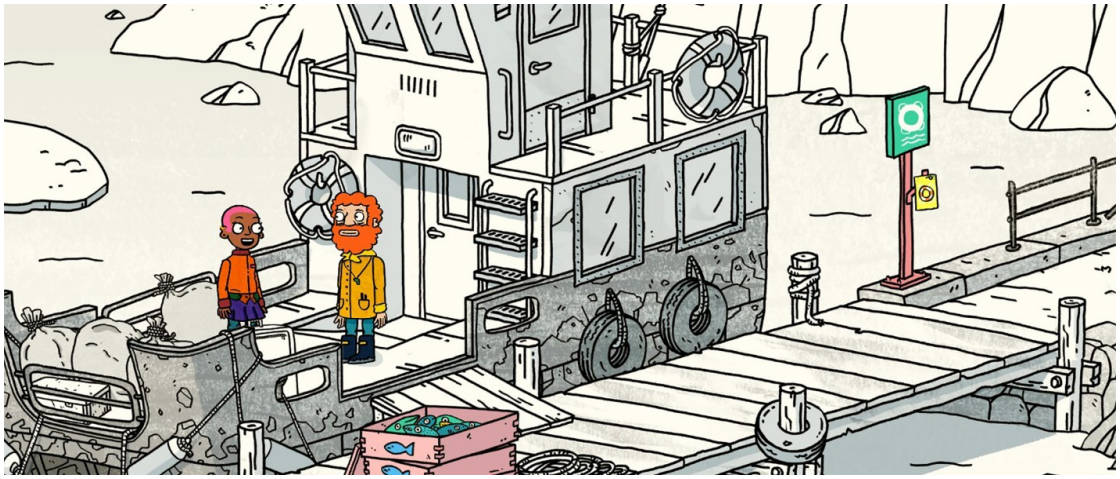

What Can Indie Games Teach Us About Kindness?

Community Zatomas May 4, 2022

What's the first thing that comes to mind if I say, "kindness in gaming"? Most probably it'll be being fair, inclusive, and yes, kind to the people you play with, whether you know them or not. That is pretty much where good gaming lies, right?

Nevertheless, unlike other forms of entertainment, gaming requires an active role from the user. We experience the game, we think about our choices, we define our actions.
And we know by experience that some repeated actions turn into habits.

So, what if we could "train" kindness through gaming?

There are three indie games that perfectly sum up this point of view on kindness in gaming.

Be Kind to Others

In *Welcome to Elk* by Triple Topping you just reached an island to start a new job. You will end up uncovering inhabitants' stories and secrets that lie under the snow.
And more than once people will take notice if you are kind, open and available to help them.
Kindness in the game is the real engine of all the events. Sometimes you have no idea why you should help someone do that apparently useless task, in other cases you will be pushed to do unpleasant things (such as moving a corpse) but it all makes sense in the end.
And it was possible because of your kindness.

If you are curious about it, I tried to summarize all the reasons-why in this Twitter thread.

Image: Triple Topping

Let Kindness Inspire for Good

In *The Last Campfire* by Hello Games kindness means giving hope back to lost souls, literally petrified by its lack and otherwise destined to remain alone forever.
You are the fire to their hope and deciding to help them and being kind translates into kindness becoming circular. Many of the characters will indeed claim that they feel motivated to help others, to inspire them as you did.
And isn't this what kindness is all about? Being an inspiration and moving others to do the same?
For this and many other reasons, *The Last Campfire* is definitely a must-play indie game.

Image: Hello Games

Be Kind to Yourself

This is the most difficult one. We might be kind to others, but sometimes we tend to be enemies to ourselves. It’s a lost battle. We know all the right moves in advance.
Only forgiving ourselves can help us avoid the fall.
Pain is what made *Sayonara Wild Hearts’* main character fall in despair.
She will have to forgive herself and who hurt her to literally find her groove again.

Image: Simogo

What about your experience? Is there a game that made you think “this is what kindness is”? Let’s keep the conversation going. Oh, and be nice.